

COMMANDO

TM



ACTIVISION®

COMMANDO for the Atari 2600 and 7800 was reprogrammed by
Mike Reidel through Imagineering, Inc.
Produced by Sam Nelson and Keith Orr.
Product management by Mike Suarez.
Product testing by Kelly Zmak.

Codebook by Paula Polley.
Graphic production by Micki Cunningham.
Production coordination by Nancy Waisanen.
Editorial management by Steven Young.

For a recorded message about our newest software, call 415 940-6099.
For technical help, call Product Support between 9:30 a.m. and 4:30
p.m. Pacific time Monday through Friday: 415 940-6099.
For information about our products, write to:

Product Support
Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

For the best service, be sure to *note the subject of your inquiry on the
outside of the envelope.*

Copying Prohibited

This software product is copyrighted and all rights are reserved by
Activision, Inc. The distribution and sale of this product are intended
for the use of the original purchaser only and for use only on the
computer system specified. Copying, duplicating, selling or otherwise
distributing this product without the express written permission of
Activision are violations of U.S. Copyright Law and are hereby
expressly forbidden.

COMMANDO © 1985 Data East USA, Inc. All rights reserved.
Manufactured under license from Capcom USA.

Atari and Atari 2600 and 7800 are registered trademarks of Atari
Corp.

© 1988 Activision, Inc. All rights reserved.

Prepare for Battle

Your assignment? Simple.

Annihilate the enemy.

Diminish their manpower. Destroy their vehicles.
And detonate their mega-fortress.

Sounds tough? Well, just wait. It gets worse.

Because you have to carry out the entire mission
single-handed!

Gearing Up

1. Make sure the power switch on your game system is OFF.
2. Insert the **COMMANDO** cartridge as described in your gamesystem manual.
3. Turn the power switch ON.

For 1 player: Press the **RESET** lever to begin play.

For 2 players: Press the **GAME SELECT** lever, then the **RESET** lever to begin play.

What's What on the Big Screen

Your score is shown at the top of the screen. At the bottom, from left to right, the screen shows you how many grenades you have left, how many lives you have left, and the level you're currently playing.

Your Artillery

You have two weapons: a rapid-fire machine gun and grenades.

Machine Gun

You'll have unlimited firing capacity with this baby. And you can shoot it in eight different directions.

Aim the joystick in the direction you want to shoot and press the joystick button.

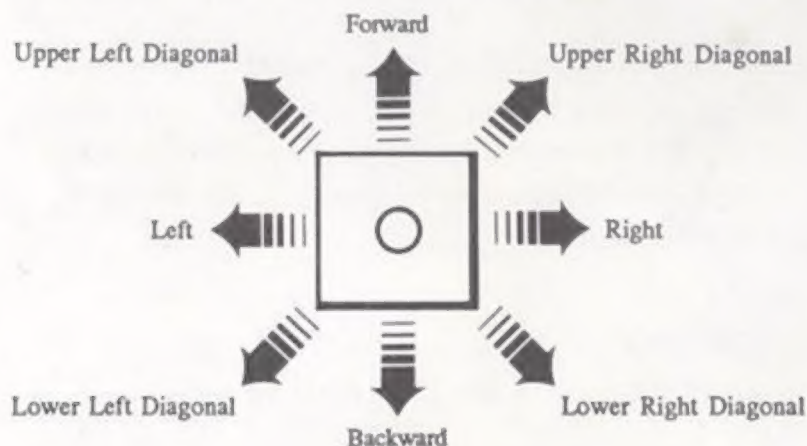
Grenades

You start out with three. But you can easily pick up more. Every time you *pass over* the two grenade boxes, you'll acquire four more grenades. So don't pass those things up without passing over them.

To toss a grenade, *hold down* the joystick button. The grenade will always move directly up-screen from wherever you toss it.

Moving Through Enemy Territory

You can move in eight different directions:



What's Out There . . .

There are many things to look for out there in enemy territory. Some more dangerous than others. And most worth valuable points.

Here are some of the obstacles you'll find—and some tips on what to do about them:

THE ENEMY	Off them
PALM TREES	Blast them or use them as cover
BRIDGES	Go under them
BARRICADES	Go around them
GRENADE BOXES	Go <i>over</i> them
FOX HOLES	Avoid them

The Mega-Fortress

At the end of each level (there are eight levels in all), you'll see a giant fortress of a building. After you've killed a given number of fortress guards, you'll be allowed to enter the building.

Go through the fortress door as quickly as you can. Once you do, you'll automatically destroy the fortress and go on to the next level.

Once you've completed all eight levels, you'll start back at level 1. But don't be fooled. It may *look* the same. But it certainly won't *play* the same. Because every round gets tougher, faster, and much more intense.

Lives and More Lives

You start out with three lives. And for every 10,000 points you earn, you'll receive another life.

Keeping Score

Here's how you'll earn your points:

Enemy (shot with machine gun)	200 points
Enemy (knocked out with grenade)	500
Blowing up a tree	500
Crossing over grenade boxes	1,000

ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in the material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHERS WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

RETURNS

U.P.S. or registered mail is recommended for returns. For the best service, please be sure to -

1. Send the cartridge and sales receipt.
2. Write the name of the product on the front of the package.
3. Enclose your return address, typed or printed clearly, inside the package.

Send to:

WARRANTY REPLACEMENTS

Product Support

Activision, Inc.

2350 Bayshore Parkway

Mountain View, CA 94043

ACTIVISION®

©1988 Activision, Inc.

AK-043-03